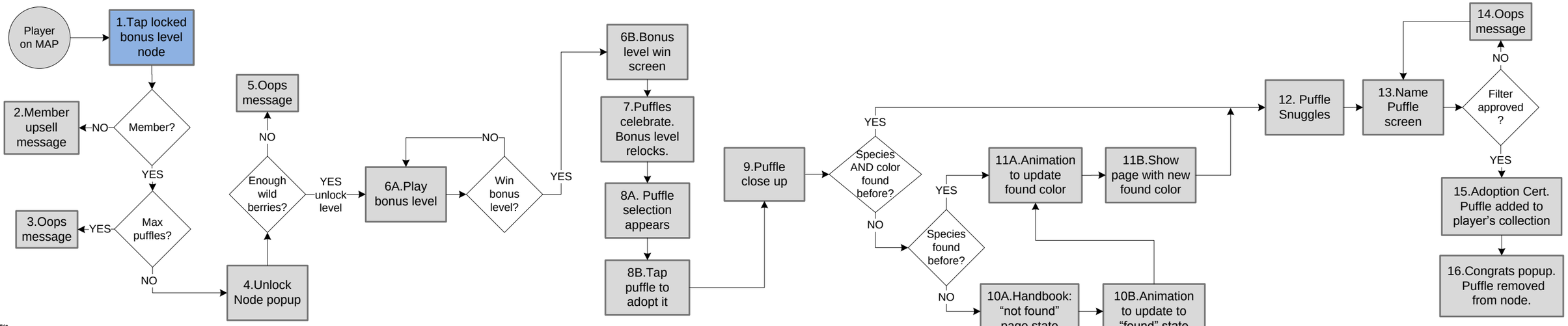
1. Tap a locked bonus level

Throughout each map zone there are several specially marked Bonus levels. Bonus levels start locked and are unlocked by spending “Star berries”.

At each bonus level node, display the available puffle creature species and colors that are available at this bonus level. Between 1 and 3 puffles may be displayed here.

The player must unlock and win a bonus level to collect a puffle creature.

A Player taps a locked Bonus level node to open the Node Unlock window.



2. Member Upsell Message

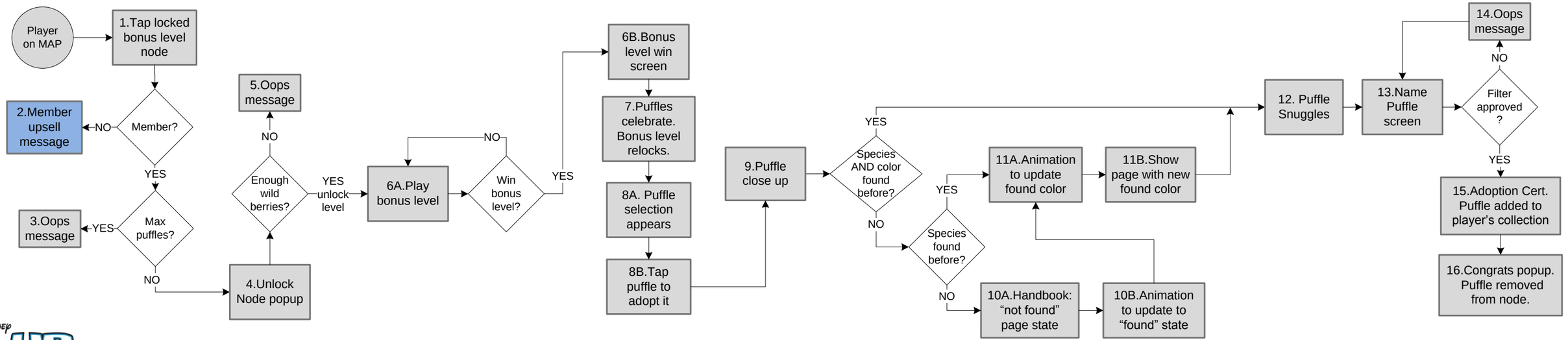
A If the player is not a member, when they attempt to collect a puffle, display the membership gate that indicates that only members can collect puffle creatures as pets.

B “About Membership” button sends the user to the IAP window.

C Black transparency screen appears to allow popup window to be the only focus point.

X (close) button is disabled when black screen is present.

Tap anywhere to close the popup window.



3. Max Puffles – Oops Message

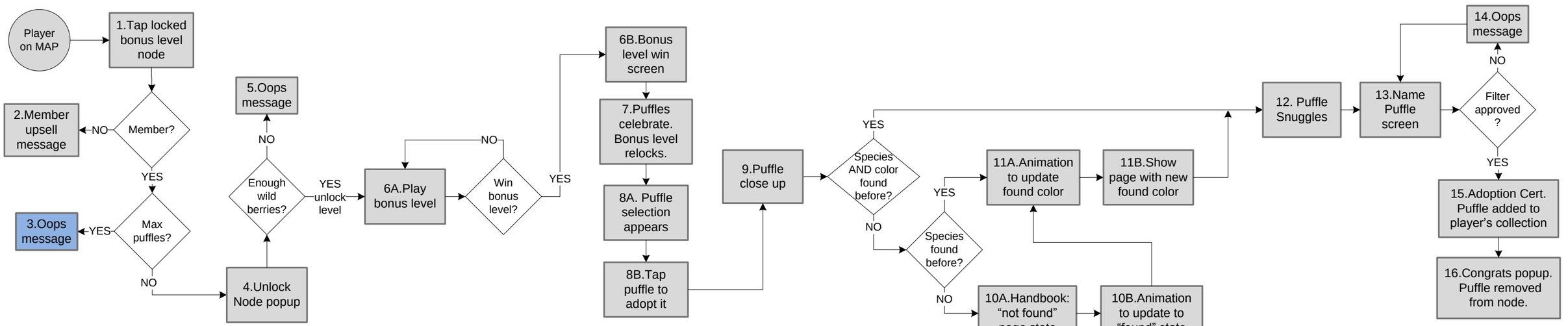
A If the player already has reached the maximum amount of puffles (currently set to 40), display an OOPS message.

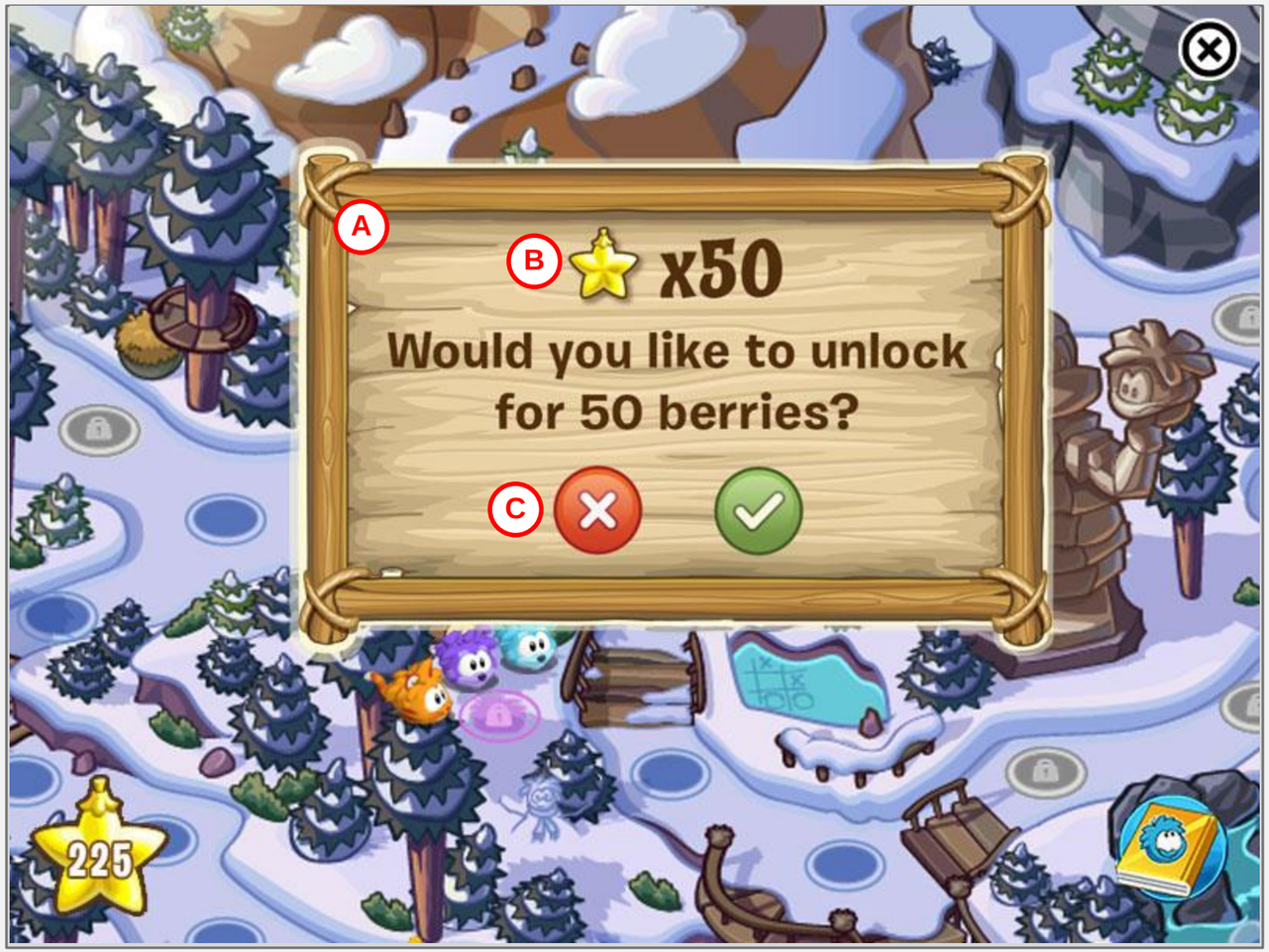
The player is not allowed to unlock a Bonus level if they have the maximum amount of puffles.

B Black transparency screen appears to allow popup window to be the only focus point.

X (close) button is disabled when black screen is present.

Tap anywhere to close the popup window.



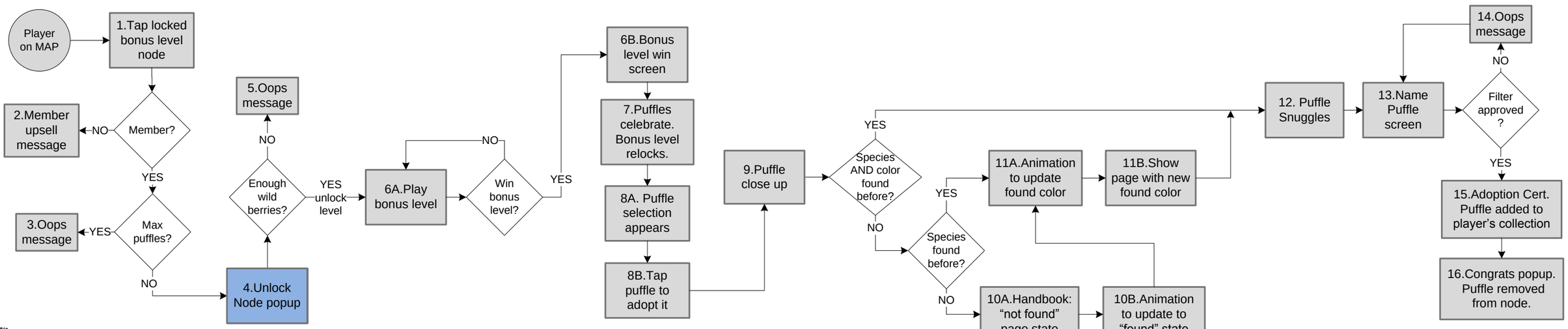


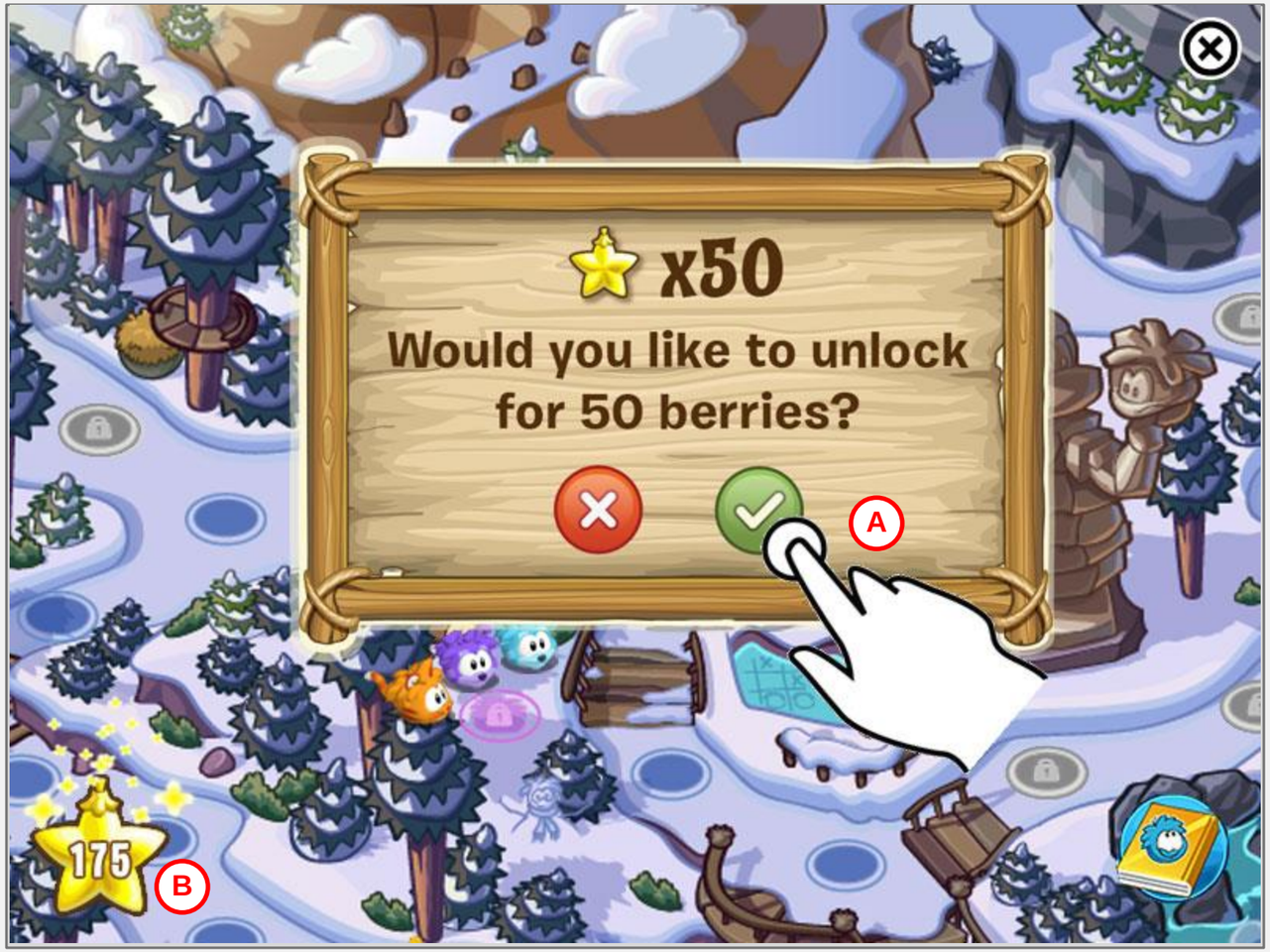
4A. Node Unlock Popup Window

A When the player taps a locked node, the Node Unlock popup appears.

B Star berry cost to unlock this bonus level

C Cancel/Confirm buttons. Tap Cancel to close the window.

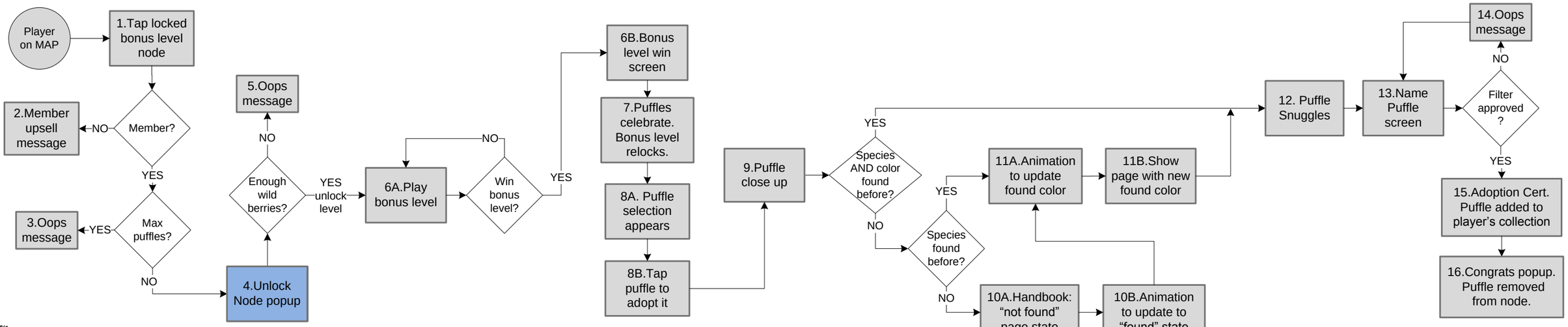




4B. Tap to Confirm

A Tap confirm button to spend star berries and unlock bonus level.

B Animation occurs and Star berry count updated. Popup window closes after animation completes.

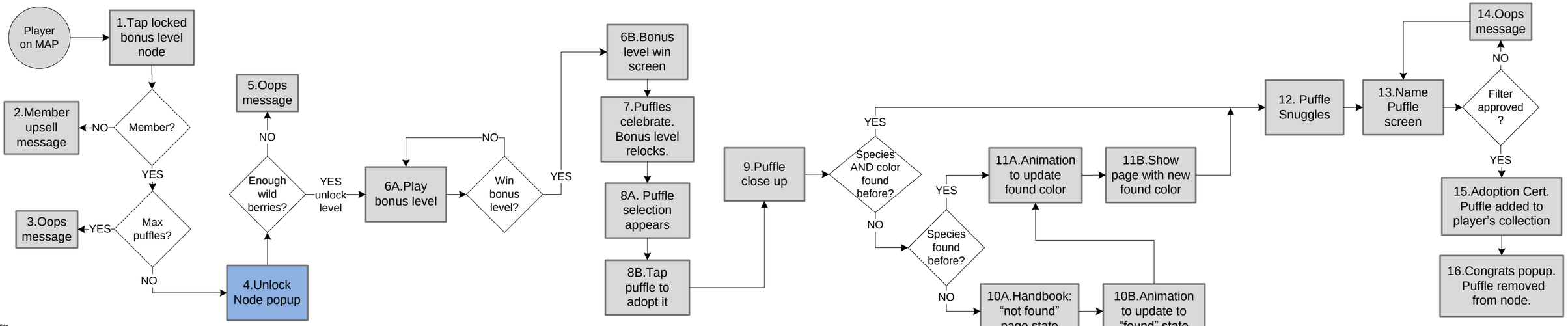


4C. Node Unlocks

A Animation displayed at bonus level node to indicate it is now unlocked.

Node visual state should also change from locked to unlocked state.

Tap the unlocked bonus node to have penguin walk to the node and play the bonus level.



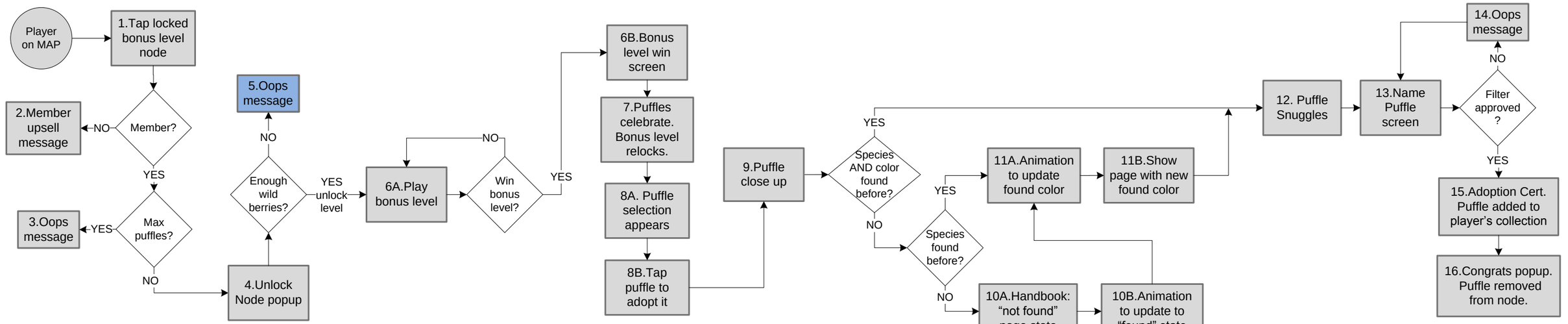
5. Not Enough Star Berries – Oops Message

A If the player confirms to spend star berries but does not have enough to unlock the level they receive an OOPS popup message.

B Black transparency screen appears to allow popup window to be the only focus point.

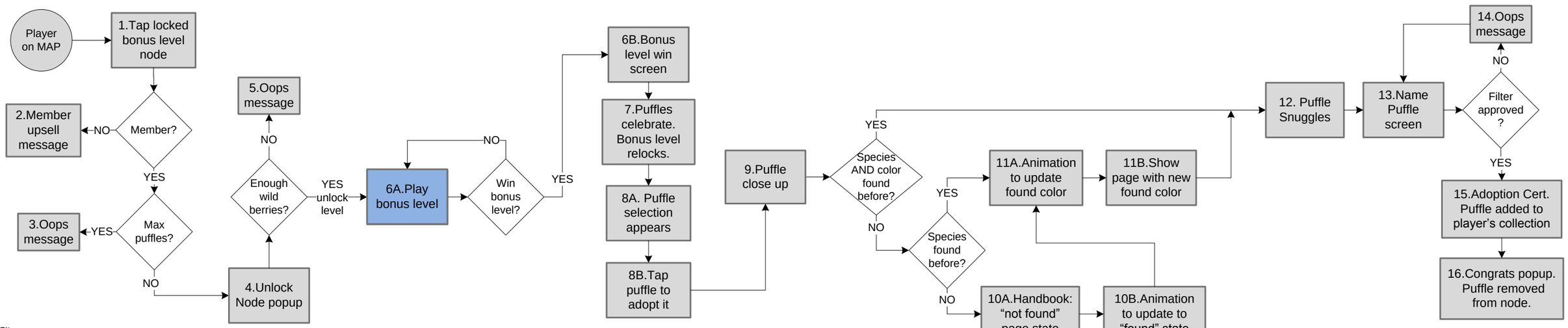
X (close) button is disabled when black screen is present.

Tap anywhere to close the popup window.



6A. Play Bonus Level

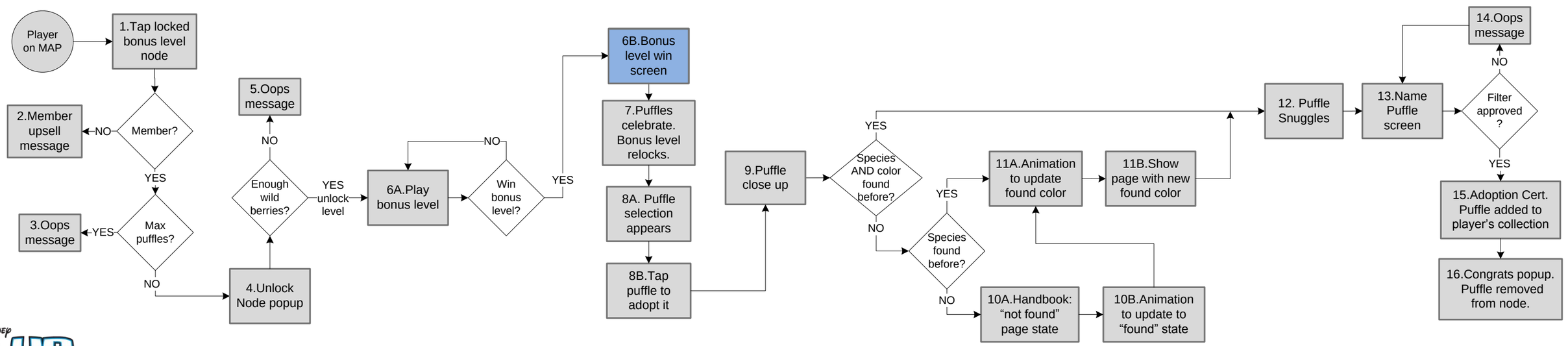
A Player plays bonus level as normal.



6B. Win Bonus Level

A. Player **must win** the bonus level to unlock a wild puffle. If they win the level, determine which wild puffle the player has won by checking the loot table for that node.

B. If player does not win the bonus level, they can **replay the level** by tapping the “Retry” button on the Level fail popup or by re-tapping the unlocked bonus level node on the map.

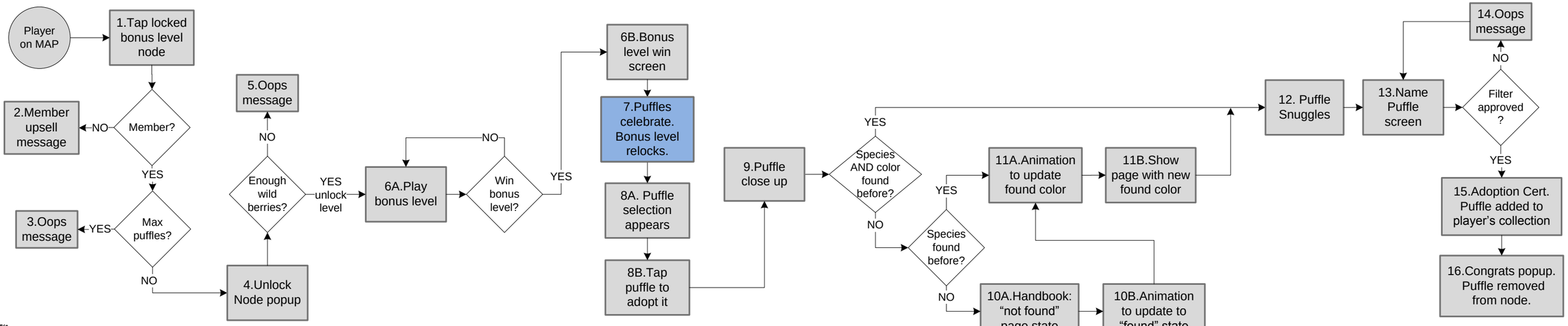


7. Puffle Appears on Map

After the player wins the bonus level they are automatically returned to the map to the ***node connected to the bonus level node***.

A The bonus level node **re-locks.**

B The puffle creatures located at that node happily jump up and down to celebrate the player winning the bonus level.



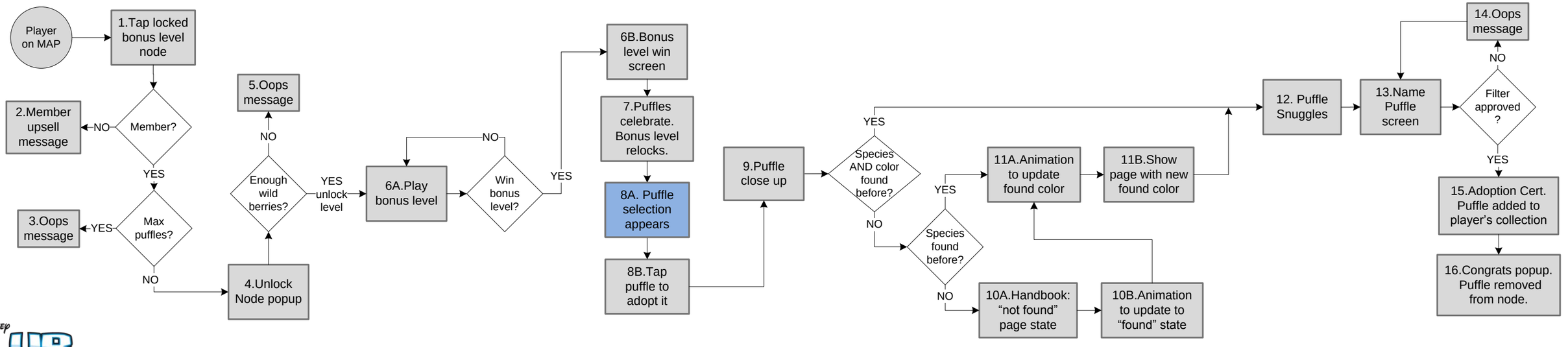
8A. Puffle Selection Appears

A Pick a puffle window appears. The available puffles at the just won bonus level are displayed with a looping happy animation.

B Black transparency screen appears to allow popup window to be the only focus point.

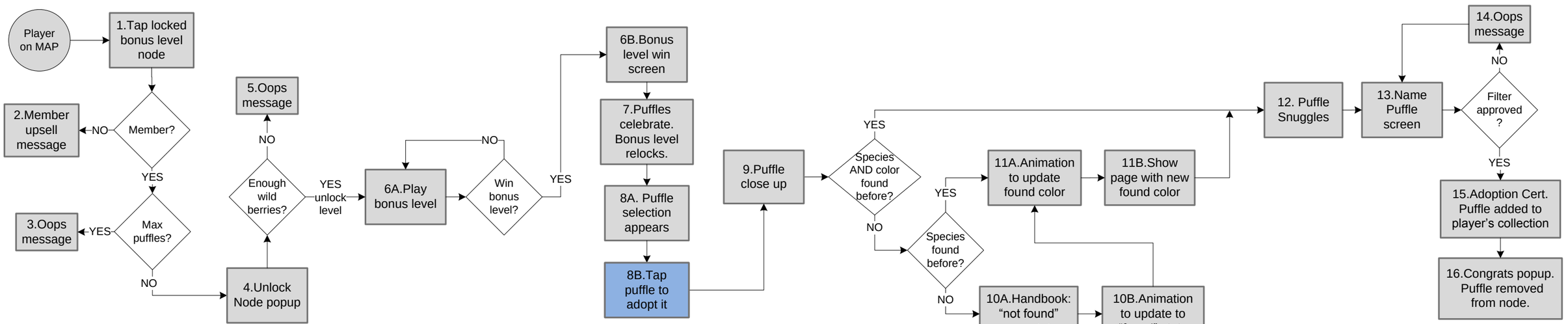
X (close) button is disabled when black screen is present.

Tap anywhere to close the popup window.



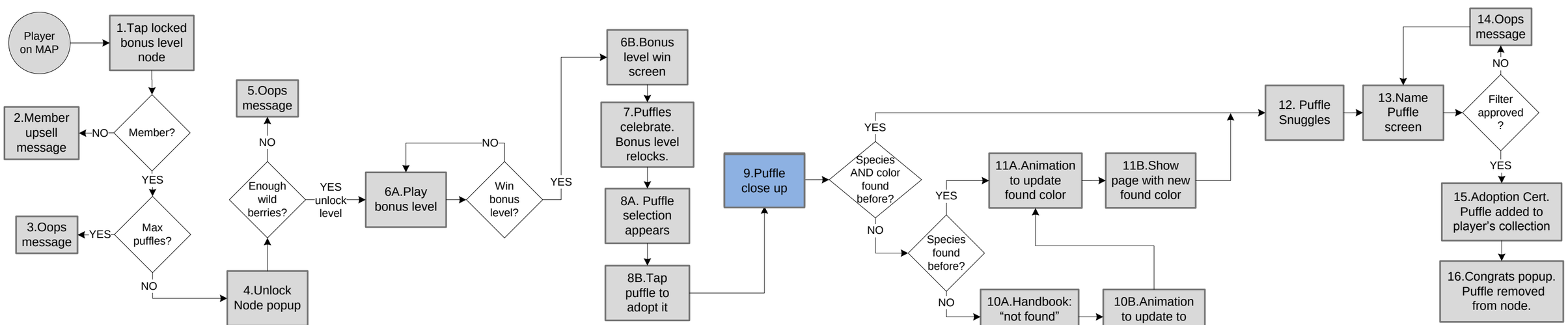
8B. Tap Puffle to Adopt it

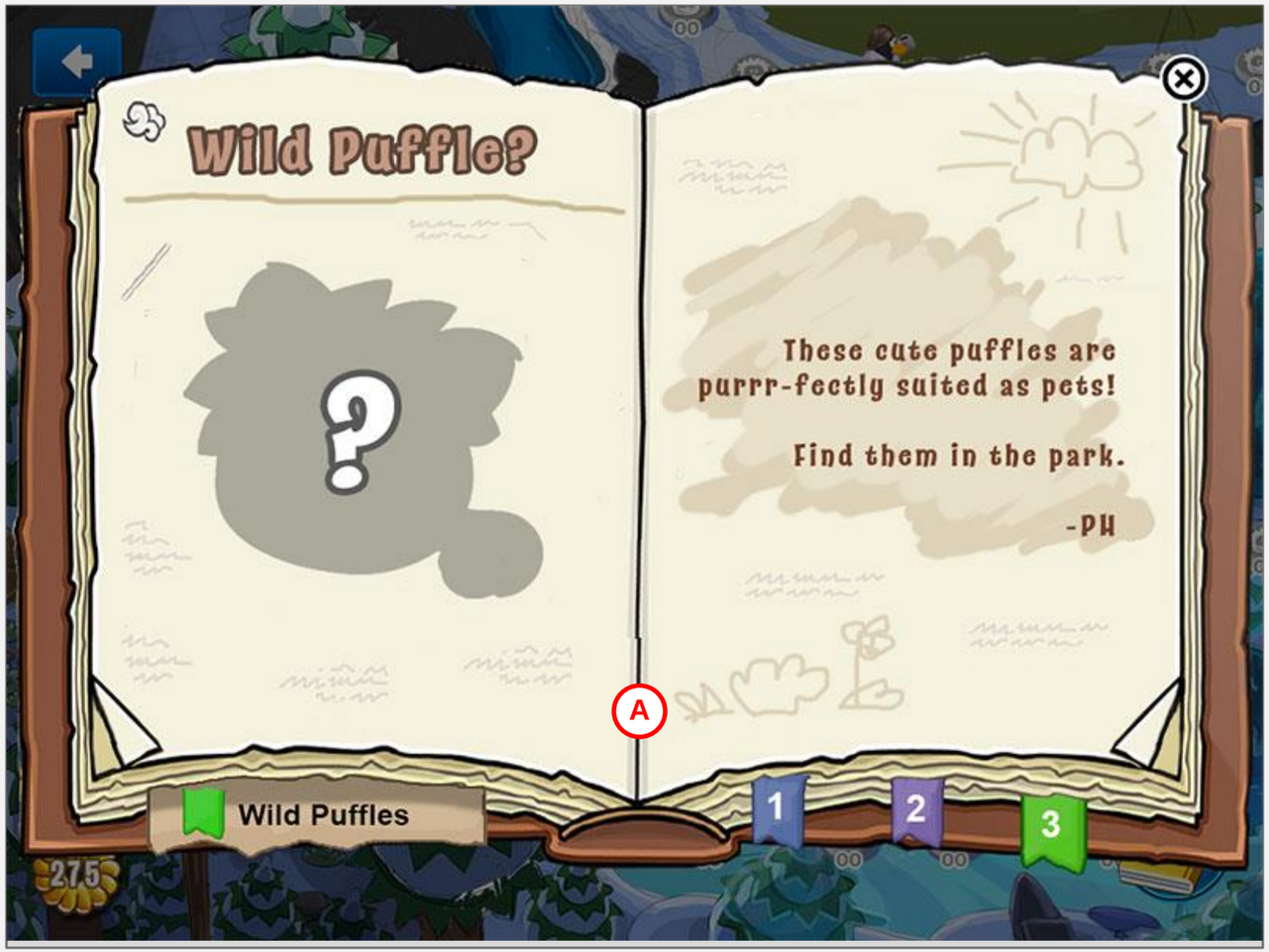
A Tap a puffle to select it as your new collected pet.



9. Puffle Close Up

A A large view of the new puffle is displayed for several seconds, with lots of celebratory effects.

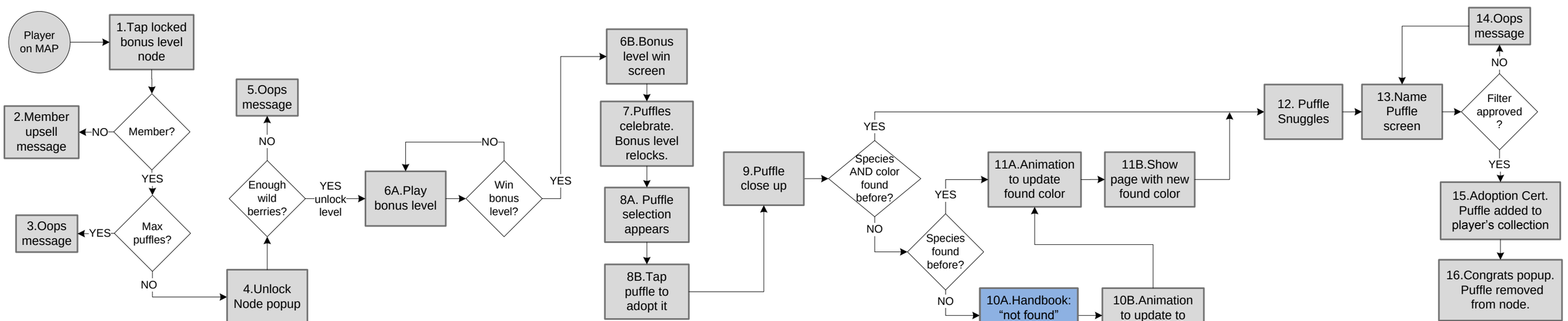




10A. Handbook: “Not Found” Species Page

A If the player has not found either this species or color before, the Handbook automatically opens to the corresponding “Not Found” species page.

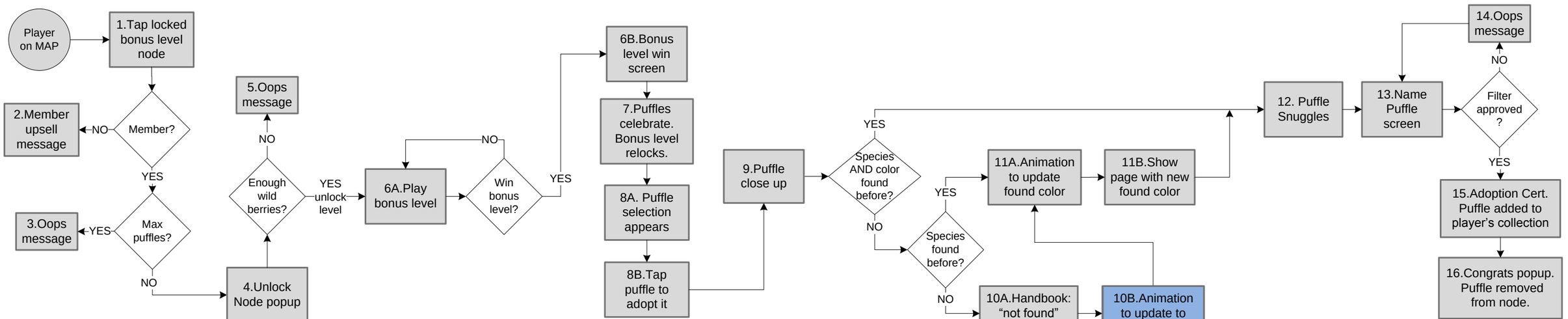
X button to close the Handbook is disabled during this process.



10B. Handbook: Animation to “Found” Species

A The “Not found” page displays an animation to switch to the corresponding “Found” state.

X button to close the Handbook is disabled during this process.



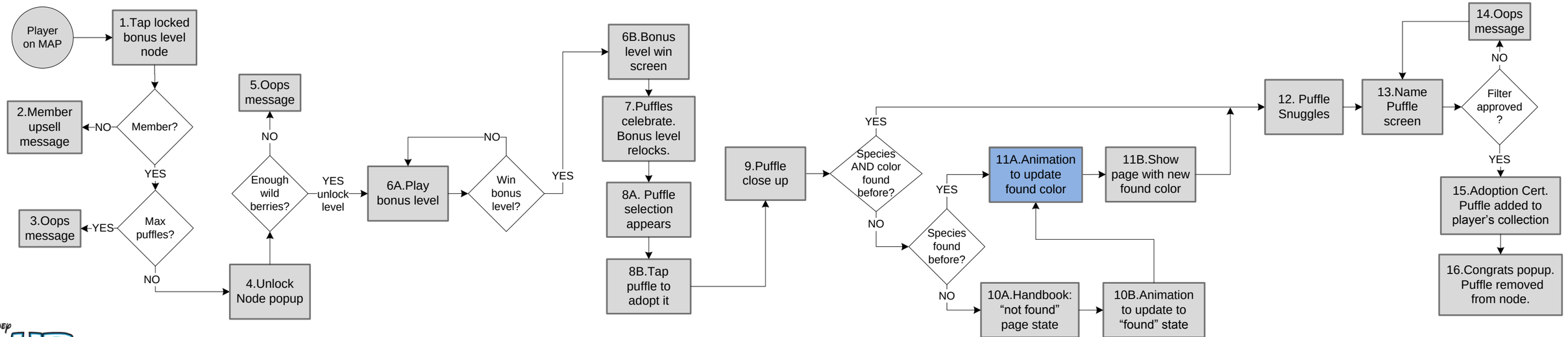
11A. Handbook: Animation to "Found" Color

If the player already has found this species but not this color, automatically open the Handbook to the corresponding species page.

If the player is coming from step 7A-7B, the Handbook will already be open.

(A) Display an animation to add the newly found puffle color.

X button to close the Handbook is disabled during this process.

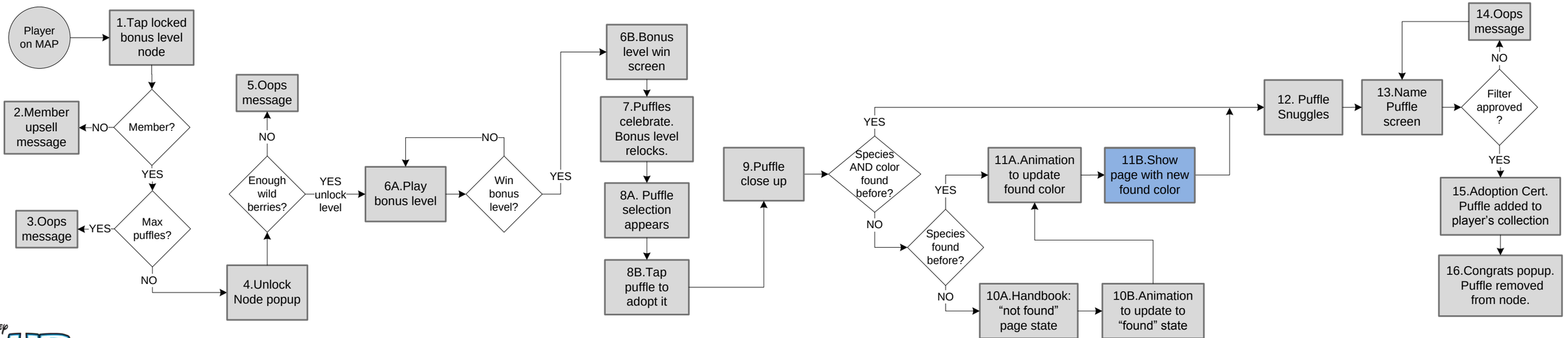


11B. Handbook: New “Found” Color

A Handbook display with appropriate species and newly found color.

B Tap the X button to close.

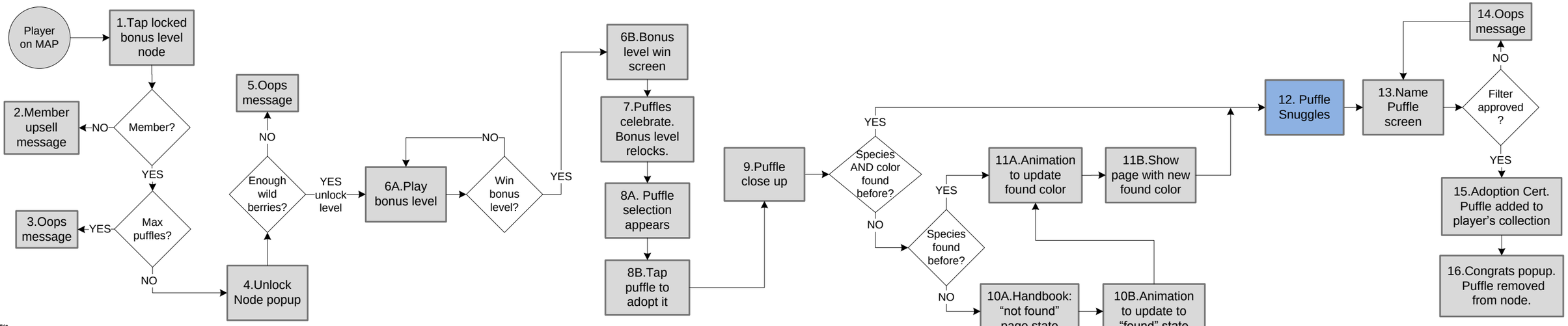
Player can flip through handbook pages as normal if they wish.



12. Puffle Snuggles Penguin

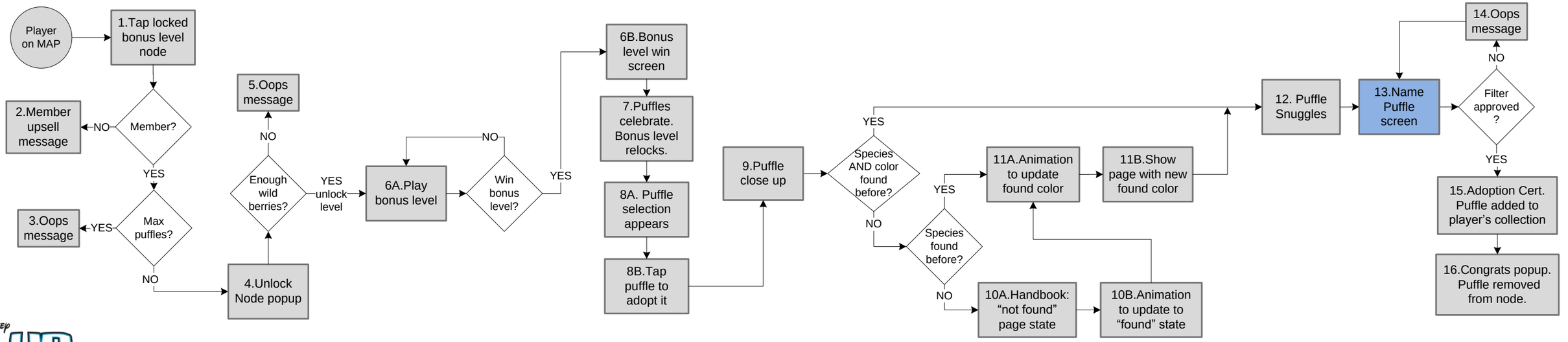
A The selected puffle hops to the player and snuggles them for a moment. The non-selected puffles found at this bonus level node are not displayed during this time.

Then game automatically goes to the puffle naming screen.



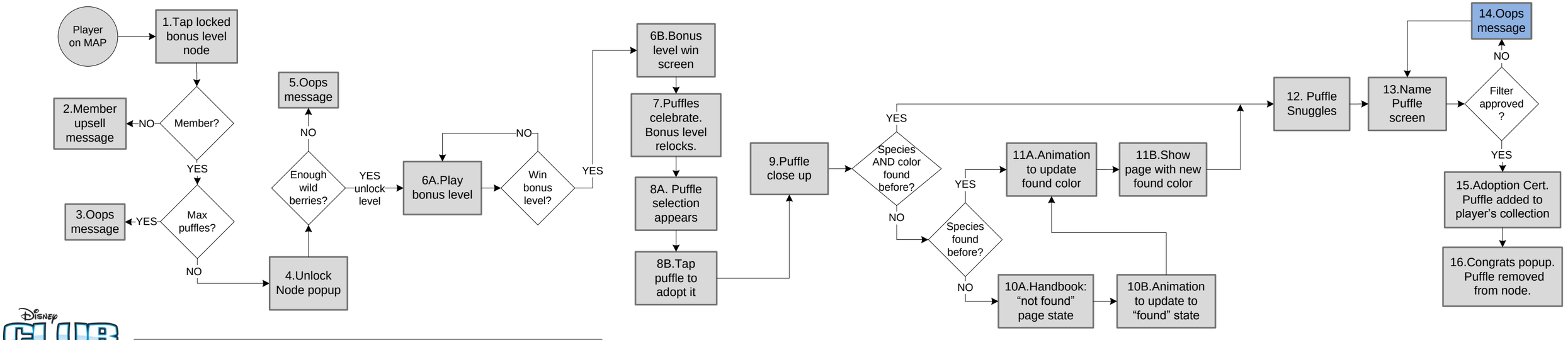
13. Name Your Pufffle

- **A** Name your puffle screen appears
- **B** Display the puffle color and species image
- **C** Display the puffle species name in the congratulations message.
- **D** Player enters a name in the input field
- **E** Tap the adopt button to check the name against the name filter.
- **F** Following flow from other puffle adoption. What happens if player taps X to cancel out?



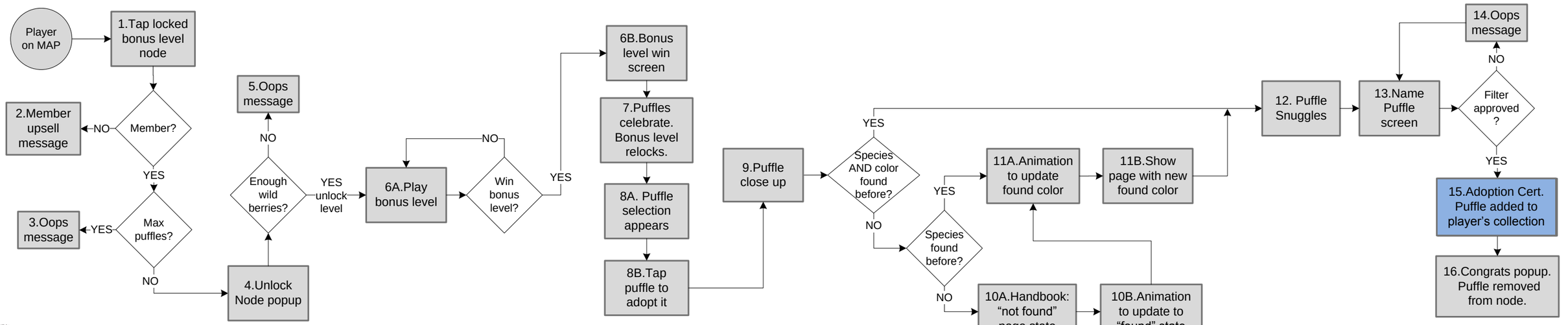
14. Name Invalid - Oops Message

A If the player does not enter any name or enters a name flagged by the name filter, they receive a retry message.



15. Adoption Certificate

- **A** Display the puffle's adoption certificate. Certificate color matches the puffle's color.
- **B** Puffle name
- **C** Puffle image
- **D** Player user name
- **E** Adoption time stamp
- **F** Tap OK button to close



16. Congratulations Popup

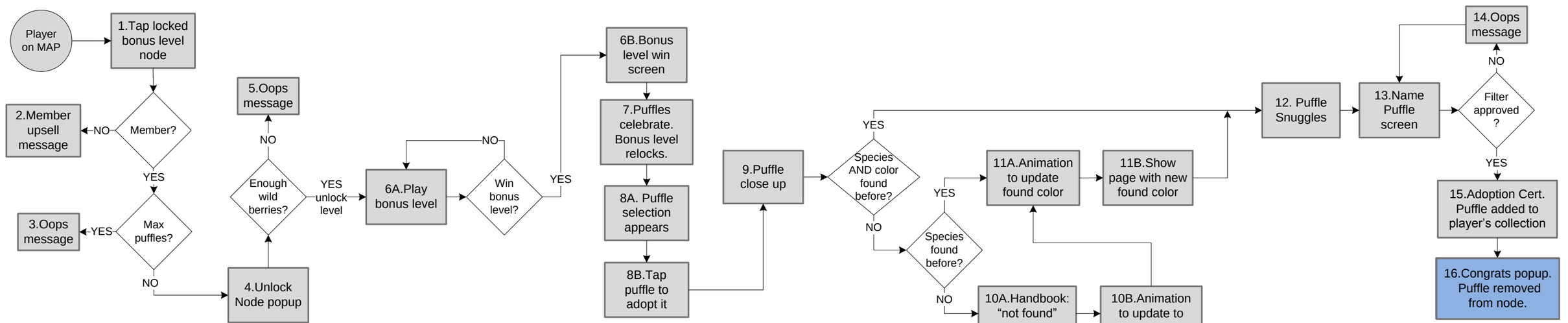
A Puffle Handler slides in to congratulate the player on the new puffle they just adopted.

B Tap the Next button to scroll through PH's text.

Additional text may be included to tell the player that their puffle is accessible in their igloo backyard, etc.

C The available puffles that can be collected at the bonus level reappear.

D Black transparency screen appears to allow popup window to be the only focus point.

X (close) button is disabled when black screen is present.

Tap anywhere to close the popup window.